

# WEC LE MANS

THE WORLD ENDURANCE CHAMPIONSHIP ... 24 HOUR LE MANS  
The most grueling and challenging car race in the world is the 24 hour WEC LE MANS competition. The action takes place over a full day and night, (as you complete lap after lap) of the most tortuous twisting course devised in the history of competitive motor sport. At night, the darkness adds to the hazards, creating a chilling atmosphere of the unknown.

Drive it, experience it, survive it. The most realistic and addictive racing game yet. Four dramatic laps must be completed to stay the course with 3 checkpoints to pass on each lap...so buckle up and burn rubber!

## SPECTRUM — LOADING

Loads in one part

### CASSETTE

- Place the cassette in your recorder ensuring that it is fully rewound.
- Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
- If the computer is a Spectrum 48K or a Spectrum+, then load as follows. Type LOAD"ENTER". (Note that there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
- Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
- If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

48K/128K side A  
48Kdata side B

## SPECTRUM +3 DISK

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically.

### CONTROLS

Game is controlled by either Sinclair, Kempston, Cursor Joysticks or keyboard.

Keys are redefinable

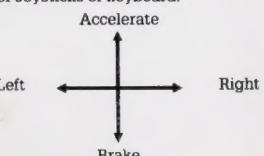
Accelerate — Q

Brake — Z

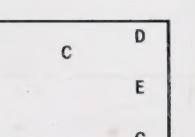
Left — I

Right — P

Change gear — space bar



### STATUS AND SCORING



### HINTS AND TIPS

- Change to low gear to go round bends.
- Try not to oversteer as this causes the car to skid.
- Keep off the grass — it will slow you down.
- Don't use the high gear too early — wait for your speed to build up.
- Always start in low gear.

## AMSTRAD — LOADING

464/6128 loads in one part

### CPC 464

Place the rewound cassette in the cassette deck, type RUN" and then press ENTER/RETURN key. Follow the instructions as they appear on the screen. If there is a disk drive attached then type TAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key.

### DISK

Insert the program disk into the drive with the A side facing upwards. Type DISC and press ENTER/RETURN to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER/RETURN the game will load automatically.

### CONTROLS

Keys are redefinable

Joystick in port 1

Preset keys are as follows

Change gear — space

Accelerate — Q

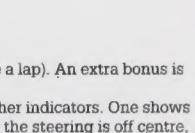
Brake — A

Left — O

Right — P

Press "ESC" to quit

### STATUS AND SCORING

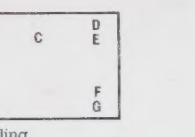


Your score is based on your speed (how fast you can complete a lap). An extra bonus is given for completing a race.

In the bottom right-hand corner of the screen there are two other indicators. One shows the state of the gears — high or low. The other shows how far the steering is off centre, whether left or right.

### STATUS PANEL

#### PLAY AREA



Points are awarded according to the speed that you are travelling

Speed (mph)	Points added to score	Speed (mph)	Points added to score
0 — 20	10	110 — 130	50
20 — 50	20	130 — 160	60
50 — 80	30	160 — 190	70
80 — 110	40	190 — 224	80

At the end of each stage you are awarded extra time and a bonus of 1000 points. (2000 points if you complete a lap). An excellent maximum score would be around 600,000.

### HINTS AND TIPS

- Use the gears for slowing down quickly, this allows a faster build-up of speed again.
- Try not to over-steer as this causes the car to skid.
- Keep off the grass, it slows you down.
- Don't put the car into high gear too early, wait for a build up in speed.

## COMMODORE — LOADING

All loads in one part

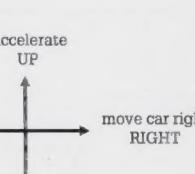
Position the cassette in your Commodore recorder with the printed side upwards and make sure it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions.

### DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "\*,8,1, (RETURN) the introductory screen will appear and the program will then load automatically.

### CONTROLS

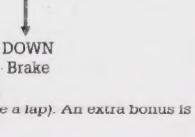
Joystick Port 1



Holding joystick in the middle makes car decelerate

### JOYSTICK

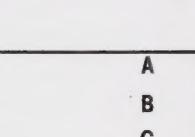
move car left — LEFT



move car right — RIGHT

O — fire to change gear

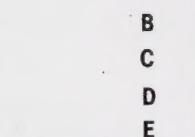
### STATUS AND SCORING



Your score is based on your speed (how fast you can complete a lap). An extra bonus is given for completing a race.

### STATUS PANEL

#### PLAY AREA



Top Score  
A Highest score so far  
Score  
B Current score  
Time  
C Current time left to complete stage  
Lap  
D Lap time  
Speed  
E Car speed

Points are awarded according to the speed that you are travelling

Speed (mph)	Points added to score	Speed (mph)	Points added to score
0 — 20	10	110 — 130	50
20 — 50	20	130 — 160	60
50 — 80	30	160 — 190	70
80 — 110	40	190 — 224	80

At the end of each stage you are awarded extra time and a bonus of 1000 points. (2000 points if you complete a lap). An excellent maximum score would be around 6,00,000.

### HINTS AND TIPS

- Keep your eyes on which direction the other cars are moving and don't change gear until you are above 130 mph.
- Brake if you get dragged into the edge or if you're locked on a corner, then accelerate.

## WEC LE MANS

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THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to: Mr Yates, Imagine Software, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

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## WEC LE MANS

### LE CHAMPIONNAT DU MONDE DE L'ENDURANCE ... LES 24 HEURES DU MANS

Les 24 heures WEC LE MANS: la course automobile la plus éprouvante et la plus compétitive du monde. L'action s'étale sur une journée complète et une nuit se compose d'une succession d'étapes sur le parcours des plus tortueux jamais tracé dans l'histoire du sport automobile de compétition. De nuit, l'obscurité vient s'ajouter aux dangers pour créer l'atmosphère glacialement de l'inconnu.

Mettez-vous au volant, faites l'expérience de la course et essayez de survivre. Voilà des jeux de course les plus réalistes et passionnantes jamais produits. Pour achever le parcours, vous devez terminer quatre étapes impressionnantes en passant par trois contrôles à chaque étape ... alors préparez-vous et forcez!

### CHARGEMENT — AMSTRAD

Le chargement des 464/6128 s'effectue en une partie

### CPC 464

Placez la cassette rembobinée dans le magnétophone, tapez RUN" et appuyez ensuite sur la touche ENTER/RETURN. Suivez les instructions à mesure qu'elles apparaissent sur l'écran. Si votre équipement comprend un lecteur de disquette, tapez alors TAPE puis appuyez sur la touche ENTER/RETURN. Ensuite tapez RUN" puis appuyez sur la touche ENTER/RETURN.

(On obtient le symbole | en maintenant la touche shift et en).

### CPC 664/6128

Connectez un magnétophone à cassette adapté en vous assurant que les bons fils sont raccordés comme indiqué dans le Manuel d'Instructions de l'Utilisateur. Placez la cassette rembobinée dans le magnétophone et tapez TAPE puis appuyez sur la touche ENTER/RETURN. Ensuite tapez RUN" puis appuyez sur la touche ENTER/RETURN puis suivez les instructions telles qu'elles apparaissent sur l'écran.

### DISQUETTE

Insérez la disquette dans le lecteur de disquette, face A vers le haut. Tapez DISC et appuyez sur ENTER/RETURN afin de vous assurer que la machine peut avoir accès au lecteur de disquette. Tapez maintenant RUN/DISC, appuyez sur ENTER/RETURN et le jeu se chargera automatiquement.

### COMMANDES

Les touches peuvent être redéfinies.

Levier au port 1.

Les touches sont prédefinies de la façon suivante:

Changement de vitesse — barre d'espacement

Accélération — Q

Frein — A

Gauche — O

Droite — P

Pour abandonner, appuyez sur "ESC".

### STATUT ET SCORE

Votre score dépend de votre vitesse (la rapidité avec laquelle vous terminez une étape).

Vous obtenez un bonus supplémentaire quand vous terminez la course.

En bas et à droite de votre écran se trouvent deux autres indicateurs; l'un d'eux indique si vous êtes en vitesse supérieure ou inférieure, l'autre indique de combien la direction est excentrée vers la gauche ou vers la droite.

PANNEAU DE STATUT — ZONE DE JEU

A — Score maximum

B — Temps

C — Rundenzeit

D — Geschwindigkeit

E — Gang

F — Lenkung

### DISQUETTE

Les points sont accordés en fonction de la vitesse à laquelle vous roulez.

Vitesse (Miles par heure) Points ajoutés au score Vitesse (Miles par heure) Points ajoutés au score

0 — 20 10 110 — 130 50

20 — 50 20 130 — 160 60

50 — 80 30 160 — 190 70

80 — 110 40 190 — 224 80

A la fin de chaque stade, vous bénéficiez de temps supplémentaire et d'un bonus de 1000 points (2000 points si vous terminez une étape). Un excellent score maximum

pourrait se situer aux alentours de 600,000.